PRICE OF MAGIK CLUES

Listed below are most of the things interesting locations and puzzles in the "Price of Magik". Look down the appropriate column to find what you want to know about and then turn to the entries indicated by the bracketed numbers for details.

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3. Combat: (504).
4. Defeating Magikar: (530).
5. Magik: (423).
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8. Sanity/Score: (528).
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10. Seeing in the Dark: (264).
11. Travel: (503).
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23. Aves: where (245), details (448).
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51. Dead: where (265), details (427).
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57. Ectoplasm: where (430), details (303).
58. Elder Cross: where (203), details (260).
59. Elves: where (203), details (264).
60. Eyes: where (251), details (291).
61. Fieldspar: where (205), details (291).
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64. Front Door: where (251), details (439).
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72. Grandmother Clock: where (193), details (475).
73. Gremlin: where (462), details (483).
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75. Hawkmoth: where (430), details (442).
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77. Hobbit: where (402), details (415).
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86. Kobold: where (317), details (341).
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89. Lounge Lizard: where (289), details (413).
90. Mail: where (469), details (310).
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95. Monkey: where (331).
96. Moon: where (283), details (347).
97. Moonbeast: where (212), details (403).
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100. Myglar: where (216), details (515).
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105. Ogre: where (216), details (349).
107. Parchment: where (56), details (467).
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113. Polymorph: where (462), details (442).
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117. Rainbow: where (430), details (393).
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121. Rope: where (217), details (304).
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123. Sarcofagus: where (210), details (325).
125. Scroll: where (453), details (472).
126. Secret Doors: where (397), details (482).
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130. Skull: where (326), details (442).
131. Slag: where (236), details (392).
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133. Something Nasty: where (174), details (349).
134. Swan (Dark): where (504), details (506).
135. Spectre: where (462), details (400).
136. Staff: where (271), details (338).
137. Standing Stones: where (270), details (270).
138. Statue: where (410), details (382).
139. Stone Fish: where (409), details (393).
140. Stone Sword: where (276), details (426).
141. Sword: where (459), details (339).
142. Tablet: where (219), details (293).
143. Talisman: where (391), details (321).
144. Terrorists: where (432), details (509).
145. Trumpet: where (294), details (452).
146. Valerian: where (234), details (313).
147. Wargame: where (233), details (478).
149. Weight: where (391), details (369).
150. Wherepip: where (317), details (360).
151. Wherepip: where (317), details (360).
152. Wise: where (202), details (444).
154. Wolf: where (224), details (558).
155. Wood: where (256), details (301).
156. Worm: where (232), details (368).

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Alters: details (345).
Arch-Roofed Corridor: where (405), details (453).
Attic: where (438), details (369).
Belfry: where (359), details (397).
Bone Room: where (60), details (321).
Bosky Acres: where (363), details (279).
Bone Room: where (60), details (371).
Collapsing Junction: where (356), details (496).
Distorted Junction: where (273), details (275).
Druid Glade: where (185), details (477).
Elm Panelled Corridor: where (358), details (83).
Entrance Hall: where (296), details (475).
Ferry: where (208), details (589).
Fountain of Knowledge: where (341).
Front Door: where (281), details (439).
Garden (Herb): where (320), details (374).
Garden (Roof w): where (537), details (452).
Glowing Gateway: where (327), details (344).
Hall of Statues: where (407), details (572).
Hanging Tentacles: where (366), details (321).
Herb Garden: where (369), details (369).
Ice Room: where (518), details (600).
Inner Sanctum: where (407), details (321).
Laboratory: where (408), details (605).
Lakeside: where (221), details (309).
Library: where (494), details (275).
Marble Vault: where (339), details (377).
Mists of Time: where (418), details (417).
Misty Corridor: where (490), details (170).
Molehill: where (363), details (485).
Moon Room: where (378), details (593).
Misty Hall: where (546), details (530).
Myglar's Base: where (594), details (562).
Rock-Walled Room: where (594), details (562).
River Tunnel: where (594), details (562).
Stone Scullery: where (529), details (341).
Time Cylinder: where (529), details (341).
Winding Priory: where (605), details (341).
Garden: where (605), details (341).
North Tower: where (375), details (606).
Oak Panelled Corridor: where (416), details (346).
Office: where (412), details (491).
Ominous Chamber: where (493), details (605).
Other Plain: where (369), details (369).
xoxan: where (260), details (431).

Pentagonal Room: where (376), details (275).
Pillow: where (376), details (321).
Porch: where (376), details (537).
Portico: where (387), details (501).
River Tunnels: where (586), details (502).
Rock-Walled Room: where (522), details (562).
Root Garden: where (537), details (275).
Scullery: where (418), details (275).
Slime Slide: where (596), details (140).
Spiral Stairway: where (596), details (596).
Spherical Junction: where (598), details (562).
Spiritual Hall: where (389), details (364).
Study: where (527), details (344).
Stonehenge: where (339), details (427).
Stone Room: where (339), details (427).
Table Room: where (420), details (164).
Treasury: where (365), details (562).
Underwater: where (591), details (591).
Vine: where (362), details (271).
Web Cavern: where (252), details (393).
Winding Corridor: where (359), details (275).
Woodshed: where (380), details (421).
Wood Wood: where (363), details (483).

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In the middle of Stonehenge. See (241) and (270).

Wake it using the spell named (44), (452).

Beyond the locked door. See (292).

"Rub eyrie_root into "eyes". It grows in (203).

Don't bite off more than you can chew.

Drop it in the (94).

Melt it in the sun. See (237).

SW. W from the Root Garden.

Take it on the weight before doing anything.
368. Wear it to breathe Underwater. 374. Rub the Talisman.

373. Cut the mirror in the Attic with (58) to make the little one. (59) Arch-Rookie Count for (458).

374. Take everything.

375. Northwest from the Roof Garden.


377. South of the Ice Room.

378. Rub the Lamp.

379. West of the Front Door.

380. Bury it. e.g in the Herb Garden. You need the (136).

381. SW and S from the Spherical Junction. See (367).

382. Pretty useless. See (140).

383. In the Sarcophagus. CHEST. See also (5).

384. In (216) and (240). Cast SEE.

385. East at them.

386. To see things behind the Mirror. See (373). To see in thirdrug. See (264).

387. Bury it. West of the Front Door.

388. Scare them off. See (398).

389. Pretty useless. See (140).

390. Fill the little with a weapon.

391. Pull the BOW at this turn. See also (396) & (459).

392. Rub the Talisman. e.g. W. N. from the Attic. Then it is magic to learn a spell. (58) Arch-Rookie Count for (458).

393. A quick way of getting around. There are exits from many places other than by stairs.

394. There's something behind the Mirror. See (373). To see in thirdrug. See (264).

395. Bury it. e.g in the Herb Garden. You need the (136).

396. SW and S from the Spherical Junction. See (367).

397. In, just inside the Front Door.

398. Rub the Talisman. e.g. W. N. from the Attic. See also (5).

399. In (216) and (240). Cast SEE.

400. To cast at them.

401. West from the Sarcophagus. See (373).

402. South from the Rock-Walled Room.


404. NW from the Rock-Walled Room.

405. South of the Rock-Walled Room.

406. Have a Mirror.

407. Southeast of the Roof Garden.

408. Examine everything and see corresponding hints. (278) to free it.

409. Protects you from useless. Wear them until NE.

410. Bury it. West of the Front Door.

411. Give to the (78).

412. See (458).

413. Perilous. Bury it immediately.

414. East at them.

415. North from the Rock-Walled Room.

416. South of the Rock-Walled Room.

417. Examine item.
556. NW, S, S from the Red Room.
557. See (55) to learn. Focus, see (88) and also (316).
558. See (55) to learn. Focus, see (33) and also (299).
559. See (33) to learn. Focus, see (33) and also (299).
560. NW.
561. If hypnotised, see (338), can take the Wheel.
562. Just scenery.
563. See (164) to learn. Focus, see (24) and also (302).
564. From the Dark Spawn. See (554).
565. See (41) to learn. Focus, see (41) and also (332).
566. Ess again, and enter the Idol, open door.
567. From the Oak-Panelled Corridor. To take it, see (291).
568. The Wolfbane keeps the werewolf away.
569. See (20) to learn. Focus, see (170) and also (329).
570. Parked next to the Volvo.
571. See (119) to learn. Focus, see (45) and also (335).
572. Make the Cherub using the spell named in (452).
573. Look at the Door and Vine. Eventually you'll want to climb the Vine and go into the Attic, but first go west to the Woodshead. See (584).
574. RAM SAVE and RAM RESTORE are like the normal versions, except for being much quicker to use. The disadvantage with them, of course, is that any saved position is lost when your computer is turned off or if the program is reloaded from tape/disk. Versions which allow you to save RAM automatically save the position in one or more buffers whenever you move, and the ops command is very like RAM RESTORE. Note that, on large memory machines like the 128K Spectrum, you can use ops many times in succession to step back a very long way through the game.
575. See (79) to learn. Focus, see (158) and also (452).
576. RAM SAVE and RAM RESTORE are like the normal versions, except for being much quicker to use. The disadvantage with them, of course, is that any saved position is lost when your computer is turned off or if the program is reloaded from tape/disk. Versions which allow you to save RAM automatically save the position in one or more buffers whenever you move, and the ops command is very like RAM RESTORE. Note that, on large memory machines like the 128K Spectrum, you can use ops many times in succession to step back a very long way through the game.
577. See (89) to learn. Focus, see (146) and also (338).
578. See (114) to learn. Focus, see (101) and also (458).
579. Each spell needs a particular object to be present to pass the spell. (Note that, in general, there is a connection between the object and the spell.) See also (582).
580. See (148) to learn. Focus, see (40) and also (343).
581. See (123) to learn. Focus, see (123) and also (455).
582. Give any object to the Ferryman and hop in. Then see (78).
583. See (153) to learn. Focus, see (81) and also (282).
584. Learn all the magik spells. Find all their focus objects, and use them. Then tackle Myglar and all his magic. See (515) for Myglar.
585. See (227) to learn. Focus, see (49) and also (280).
586. See (280) to learn. Focus, see (49) and also (280).
587. See (199) to learn. Focus, see (24) and also (332).
588. See (24) to learn. Focus, see (24) and also (332).
589. See (199) to learn. Focus, see (24) and also (332).
590. Take everything from the Garden. Now "Examine all" and you're on your own. Good luck!
591. Pass above an Underwater Plaque which you should try to read. See (599).
592. See (103) and (449).
593. Dispose of the Moonbeast. See (403). Then tell the Gargoyle the answer to the Riddle.
594. North of the Ferry.
595. See (591).
596. See (73).
597. See (591). From the Distorted Junction.
598. Take the Bat. See (25).
599. N, NW from the River Tunnel.
600. Head it to learn about SAN. First see (68).
601. A weapon.
602. That's your lot.